

General House Rules

1: Floor Decisions-Floor people must consider the best interest of the game and fairness as top priorities in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over the technical rules.....

The floorperson's decision is final.

2: Player Responsibilities-Players are expected to verify registration data and seat assignments, protect their hands, make their intentions clear, follow the action, act in turn, defend their right to act, keep cards visible, keep chips correctly stacked, remain at the table with a live hand, speak up if they see a mistake being made, transfer tables promptly, follow one player to a hand, know and comply with the rules, follow proper etiquette, and generally contribute to an orderly tournament.

3: Official Terminology of Tournament Poker-Official betting terms are simple, unmistakable, time-honored declarations like: bet, raise, call, fold, check, all-in, pot (in pot-limit only), and complete. Regional terms may also meet this standard. The use of non-standard language is at player's risk because it may result in a ruling other than what the player intended. It is the responsibility of players to make their intentions clear.

4: Official Language -The English-only rule will be enforced in the United States during the play of hands.

5: Random Seating -Tournament seats will be randomly assigned. Accommodations for players with special needs will be made when possible.

6: Alternates, Late Registration, & Re-Entries-Alternates, players registering late, and re-entries will not be sold full stacks. The TD will chip off the starting stack accordingly as each level passes.

7: Breaking Tables -Players going from a broken table to fill in seats assume the responsibilities of the position. They can get any seat including the big or small blind or button. The only place they cannot be dealt a hand is between the small blind and the button.

8: Balancing Tables-To balance tables in flop and mixed games, the player who will be big blind next is moved to the worst position.

9: Declarations. Cards Speak at Showdown-Cards speak to determine the winner. Verbal declarations of hand value are not binding at showdown. However, deliberately miscalling a hand may be penalized. Any player, in the hand or not, should speak up if he thinks a mistake is being made in the reading of hands.

10: Tabling Cards & Killing Winning Hand - At showdown, a player should put **all cards** on the table so the dealer and players can read the hand clearly. "All cards" means both hole cards in hold em'. Dealers cannot kill a hand that was tabled and obviously the winning hand. If a player does not fully table his cards, then mucks thinking he has won, he does so at his own risk. If the cards are not 100% identifiable and the TD rules that the hand could not clearly be read, the player has no claim to the pot. The TDs decision on whether a hand was sufficiently tabled is final.

11: Face Up for All-Ins-All cards will be tabled without delay once a player is all-in and all betting action by all other players in the hand is complete.

12: Showdown Order -In a non all-in showdown, if cards are not spontaneously tabled, the TD may enforce an order of show. The last aggressive player on the final betting round (final street) must table first. If there was no bet on the final street, then the player who would be first to act in a betting round must table first (i.e. first seat left of the button in flop games).

13: Playing the Board at Showdown-When playing the board a player must table **all** hole cards in order to get part of the pot.

14: Asking to See a Hand-Players not still in possession of their cards at showdown, or who have mucked face down without tabling their cards, lose any rights or privileges they may have to ask to see any hand.

15: Awarding Odd Chips -Odd chips will be broken into the smallest denominations possible. The odd chip goes to the high card by suit in the best 5-card hand.

16: Chip Race, Scheduled Color Ups -At scheduled color-ups, chips will be raced off, starting in seat 1, with a maximum of one chip awarded to a player. Players cannot be raced out of an event: a player losing his remaining chip(s) in a race will get 1 chip of the lowest denomination still in play.

17: Cards & Chips Kept Visible, Countable, & Manageable. Discretionary Color-Ups

A: Players are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks. The TDA recommends clean stacks in multiples of 20 as a standard. Players must keep higher denomination chips visible and identifiable at all times.

B: TDs will control the number & denomination of chips in play and may color up at their discretion. Discretionary color ups are to be announced.

C: Players with live hands must keep their cards in plain view at all times.

18: Calling for a Clock -Once a reasonable amount of time passes and a clock is called for, a player will be given up to 50 seconds to make a decision. If action is not taken before time expires, there will be a 10-second countdown. If the player has not acted by the end of the countdown, the hand is dead. A tie goes to the player. At TDs discretion, the time allowed under this rule may be reduced.

19: Rabbit Hunting -No rabbit hunting is allowed. Rabbit hunting is revealing any cards "that would have come" if the hand had not ended.

20: At Your Seat -A player must be at his seat when the first card is dealt on the initial deal or he will have a dead hand. A player not then at his seat is dealt in, he may not look at his cards, and the hand is immediately killed after the initial deal. His blinds and antes are posted and if dealt the bring-in card in a stud-type game he will post the bring-in*. A player must be at his seat to call time. "At your seat" means within reach of your chair. This rule is not intended to condone players being out of their seats while involved in a hand

21: Misdeals-If a misdeal is declared, the re-deal is an exact re-play: the button does not move, no new players are seated, and limits stay the same. Cards are dealt to players on penalty or who were not at their seats for the original deal, and their hands are killed after the re-deal. The original deal and re-deal count as one hand for a player on penalty, not two.

22: Four-Card Flop-If the flop contains 4 (rather than 3) cards, whether exposed or not, the dealer shall scramble the 4 cards face down. A floorperson will be called to randomly select one card to be used as the next burn card and the remaining 3 cards will become the flop.

23: Verbal Bet Declarations/ Act in Turn/ Undercalls-A: Players must act in turn. Verbal betting declarations in turn are binding. Chips put in the pot in turn stay in the pot. An undercall (betting less than the current call amount) is a mandatory full call if made facing an opening bet multi-way on any betting round, or facing any bet heads up. In all other situations, TD's discretion applies. For purposes of this rule, in blind games the posted BB is the opening bet on the first round. B: Players should wait for clear bet amounts before acting. Ex: A says "raise" (but states no amount), and B and C quickly fold. B and C should wait to act until A's exact raise amount is clear.

24: Action Out of Turn (OOT)- (A): Action out of turn is subject to penalty and is binding if the action to the OOT player has not changed. A check, call or fold does not change action. If action changes, the OOT bet is not binding and is returned to the OOT player who has all options including: calling, raising, or folding. An OOT fold is binding.(B): A player skipped by OOT action must defend his right to act. If there is reasonable time and the skipped player has not spoken up by the time substantial action (Rule 35) OOT occurs to his left, the OOT action is binding. The floor will be called to render a decision on how to treat the skipped hand.

25: Methods of Raising -In no-limit or pot-limit, a raise must be made by (A) placing the full amount in the pot in one motion; or (B) verbally declaring the full amount prior to the initial placement of chips into the pot; or (C) verbally declaring "raise" prior to pushing out the **exact** amount to call into the pot and then completing the action with one additional motion. Under option C, if other than the **exact** amount to call, but less than a minimum raise is first put out, it will be ruled a minimum raise. It is the player's responsibility to make his intentions clear.

26: Raises -A: A raise must be at least the size of the largest previous bet or raise of the current betting round. If a player raises 50% or more of the previous bet but less than the minimum raise, he must make a full raise. The raise will be exactly the minimum raise allowed.

B: In no-limit and pot limit, an all-in wager of less than a full raise does not reopen the betting to a player who has already acted and is not facing at least a full raise when the action returns to him. In limit, at least 50% of a full raise is required to re-open betting for players who have already acted.

27: Deck Changes-Deck changes will be on the dealer push or level changes or as prescribed by the house. Players may not ask for deck changes